

# **A Project Report**

**On**

## **Quizz Game**

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## **BONAFIDE CERTIFICATE**

Certified that this project report “**Quizz Game**” is the Bonafide work of

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who carried out the project work under my supervision.

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Submitted for the project viva-voce examination held on 29 November 2023

## **ACKNOWLEDGEMENT**

Presenting the ascribed project paper report in this very simple and official form, we would like to place my deep gratitude to GLA University for providing us with the instructor Mr. Md. Asalam , our technical trainer and supervisor.

He has been helping us since Day 1 of this project. He provided us with the roadmap, and the basic guidelines explaining on how to work on the project. He has been conducting regular meetings to check the progress of the project and providing us with the resources related to the project. Without his help, we wouldn't have been able to complete this project.

And at last but not least we would like to thank our dear parents for helping us to grab this opportunity to get trained and also my colleagues who helped me find resources during the training.

Thanking You

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## **CERTIFICATE**

This is to certify that the above statement made by the students is correct to the best of my knowledge and belief.

Date:

Place: Mathura

Name and Signature with Affiliation of Supervisor

Mr. Md Asalam

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# 1. ABSTRACT

This is an **Quiz** website in which users can play quizzes and make them learn in an interactive way The Quizz Master was undertaken to address the growing need for an interactive and user friendly quiz management system .The user must have an account on **Quizz Master to host any quiz.**

## KEY FEATURES:-

### 1. User Registration and Authentication:

- Enable users to register accounts and authenticate securely to access the system.

### 2. Intuitive User Interface:

- Design a clean and user-friendly interface for easy navigation and an enhanced user experience.

### 3. Quiz Creation and Customization:

- Allow quiz organizers to create quizzes with various question types (multiple choice, true/false, short answer, etc.).
- Provide customization options for quiz parameters such as time limits, difficulty levels, and scoring methods.

### 4. Scalability:

- Design the system to handle quizzes of varying sizes and complexities to accommodate different educational needs.

### 5. Real-time Feedback:

- Implement a real-time feedback mechanism for participants, providing immediate insights into their performance upon completing a quiz.

## **6. Mobile Responsiveness:**

- Ensure the platform is responsive and accessible across various devices, including smartphones and tablets.

## **7. Time Management:**

- Provide features for setting time limits for each quiz or individual questions to simulate real-time conditions.

## **8. Leaderboards and Rankings:**

- Implement a leaderboard system to showcase top performers and rankings, fostering a sense of competition and motivation.

# **CHAPTER-1**

## **INTRODUCTION**

### **1.1 CONTEXT:-**

This is an **Quiz** website in which users can play quizzes and make them learn in an interactive way. The Quizz Master was undertaken to address the growing need for an interactive and user-friendly quiz management system. The user must have an account on **Quizz Master to host any quiz**.

### **1.2 MOTIVATION:-**

The motivation behind the "**Quizz Master**" mini project stems from the recognition of the pivotal role quizzes play in reinforcing learning. By creating an intuitive and customizable quiz management system, the project aims to enhance the educational experience. Motivated by a commitment to make learning engaging and effective, "**Quizz Master**" seeks to empower educators and learners alike, fostering a dynamic and interactive approach to knowledge assessment.

### **1.3 OBJECTIVE:-**

The objective of the **Quizz Master** is to develop an intuitive and feature-rich quiz management system. Focused on enhancing the user experience for both organizers and participants, the project aims to create a platform with user-friendly interfaces, diverse customization options for quizzes of varying complexities, real-time feedback mechanisms. The goal is to revolutionize quiz-taking, making it more accessible, engaging, and tailored to the specific needs of educators and learners.

## **CHAPTER -2**

### **SOFTWARE REQUIREMENT ANALYSIS**

#### **2.1 IMPACT OF THIS ON DAILY LIFE:-**

**Accessibility and Convenience:** Enables individuals to play and participate in quizzes. As it will provide them an interactive, user-friendly site for quiz..

#### **2.2 PROBLEM STATEMENT:-**

The "Quizz Master" mini project addresses the limitations of existing quiz platforms by providing a user-friendly, customizable, and scalable solution. Current tools lack intuitive interfaces and comprehensive features needed for diverse educational needs. The project aims to revolutionize quiz management, offering educators and learners a platform that is easy to navigate, allows various customization options, and ensures a seamless and engaging quiz-taking experience.



## **2.3 HARDWARE AND SOFTWARE REQUIREMENTS:-**

### **Hardware Requirement**

Processor: any smartphone processor

- RAM: 8 GB (or higher)
- Hard disk: 256GB

### **Software Requirement**

- Software used: Visual Studio Code
- Language used: HTML,CSS, JavaScript,
- User Interface Design: Website

## **2.4 MODULES AND FUNCTIONALITIES**

### **1. User Authentication:**

- User accounts for quiz creators and participants.
- Secure login and registration.

### **2. Quiz Creation:**

- Intuitive interface for creating quizzes.
- Support for different question types (multiple-choice, true/false, open-ended, etc.).
- Ability to set time limits for quizzes.

### **3. Question Bank:**

- Repository for storing and managing a pool of questions.
- Categorization of questions for easy retrieval.

### **4. Participant Management:**

- Registration and profile management for participants.
- Tracking participant progress and history.

#### **5. Quiz Administration:**

- Start, pause, resume, and end quizzes.
- Real-time monitoring of participants' progress.

#### **6. Scoring System:**

- Automatic scoring for objective questions.
- Manual scoring for subjective questions.
- Customizable scoring rules.

#### **7. Feedback and Results:**

- Provide instant feedback to participants.
- Display detailed results after quiz completion.
- Email notifications for participants.

#### **8. User-friendly Interface:**

- Responsive design for various devices.
- Intuitive navigation and layout.

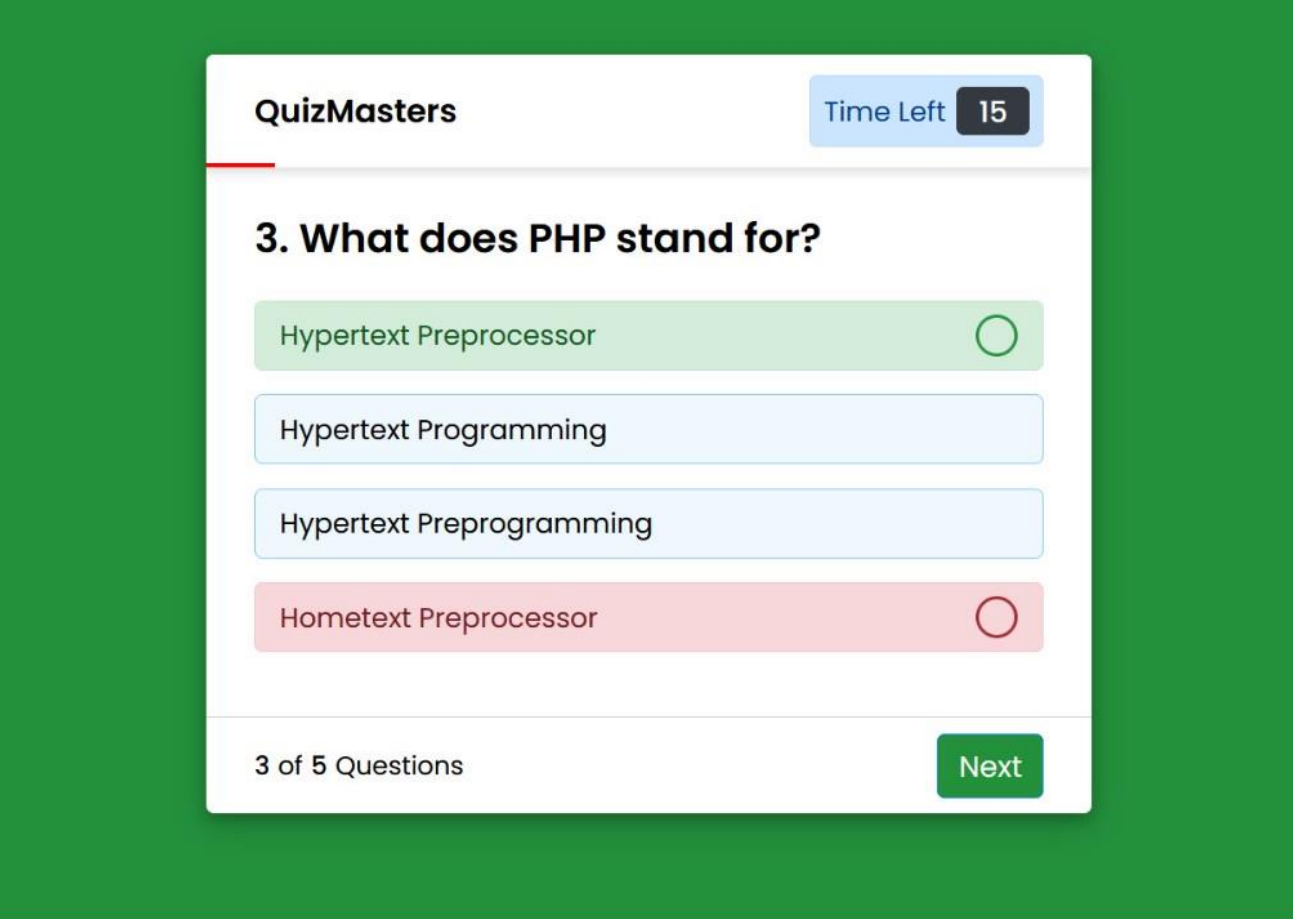
#### **9. Customization Options:**

- Ability to customize the look and feel of quizzes.
- Branding options for quiz creators.

## CHAPTER – 3

### IMPLEMENTATION AND USER INTERFACE

Glimpse of our website



The screenshot displays a quiz interface titled "QuizMasters" with a "Time Left" of 15 minutes. The question is "3. What does PHP stand for?". There are four options: "Hypertext Preprocessor" (selected, green background), "Hypertext Programming" (blue background), "Hypertext Preprogramming" (blue background), and "Hometext Preprocessor" (red background). At the bottom, it shows "3 of 5 Questions" and a "Next" button.

QuizMasters Time Left 15

3. What does PHP stand for?

Hypertext Preprocessor ☒

Hypertext Programming ☐

Hypertext Preprogramming ☐

Hometext Preprocessor ☐

3 of 5 Questions Next

QuizMasters

Time Left 12

### 1. What does HTML stand for?

Hyper Text Preprocessor

Hyper Text Markup Language

Hyper Text Multiple Language

Hyper Tool Multi Language

1 of 5 Questions

Next

Hurry! You've completed the Quiz!

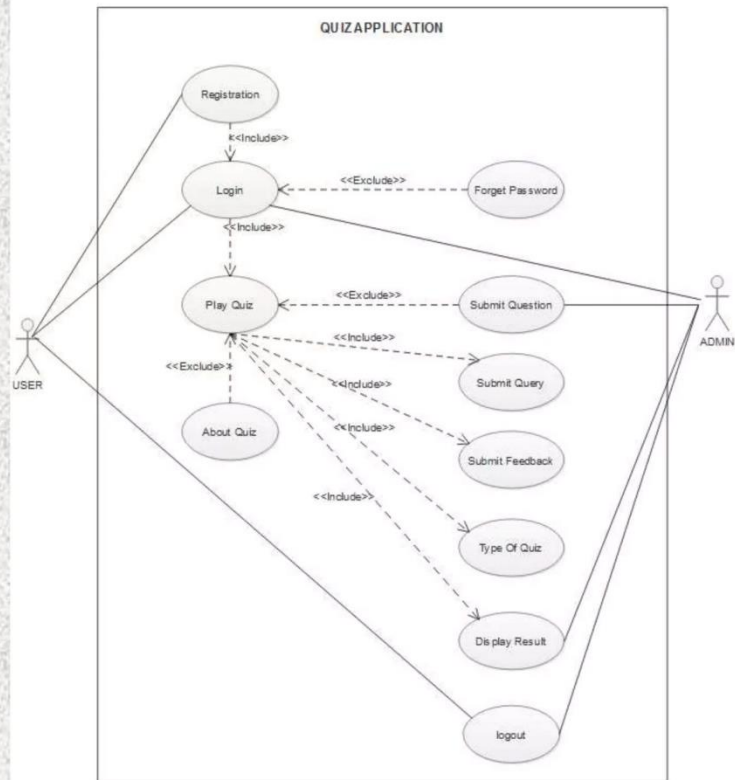
and nice , You got 2 out of 5

Restart Quiz

Exit Quiz

# FLOW CHART

## Use Case Diagram :



## **CHAPTER -5**

### **CONCLUSION**

In conclusion, the "Quizz Master" mini project has successfully addressed the challenges in traditional quiz platforms by providing a user-friendly, customizable, and scalable quiz management system. The development process prioritized creating an intuitive interface, accommodating various question types, and implementing real-time feedback mechanisms for participants. The inclusion of robust administrative tools enhances the organizers' ability to manage quizzes efficiently. Moreover, security measures ensure the integrity and confidentiality of quiz data.

The project's positive outcomes, demonstrated through improved quiz-taking experiences and streamlined management, underscore its significance in educational technology. As the "Quizz Master" project advances, it stands as a testament to the potential of technology in revolutionizing the educational landscape. Future enhancements could further elevate the system, catering to evolving educational needs and solidifying its role as a dynamic and indispensable tool for educators and learners alike. Overall, the "Quizz Master" mini project marks a substantial step toward creating a more engaging and effective platform for quiz management in diverse educational settings.

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2. **W3Schools:**
  - [HTML Tutorial](#)
3. **HTML Dog:**
  - [HTML Beginner Tutorial](#)

#### CSS:

1. **MDN Web Docs:**
  - [CSS Basics](#)
2. **W3Schools:**
  - [CSS Tutorial](#)
3. **CSS-Tricks:**
  - [CSS-Tricks Almanac](#)

#### JavaScript:

1. **MDN Web Docs:**
  - [JavaScript Guide](#)
2. **W3Schools:**
  - [JavaScript Tutorial](#)

#### **Github Link:-**

<https://github.com/Nishant407/QuizGame>

